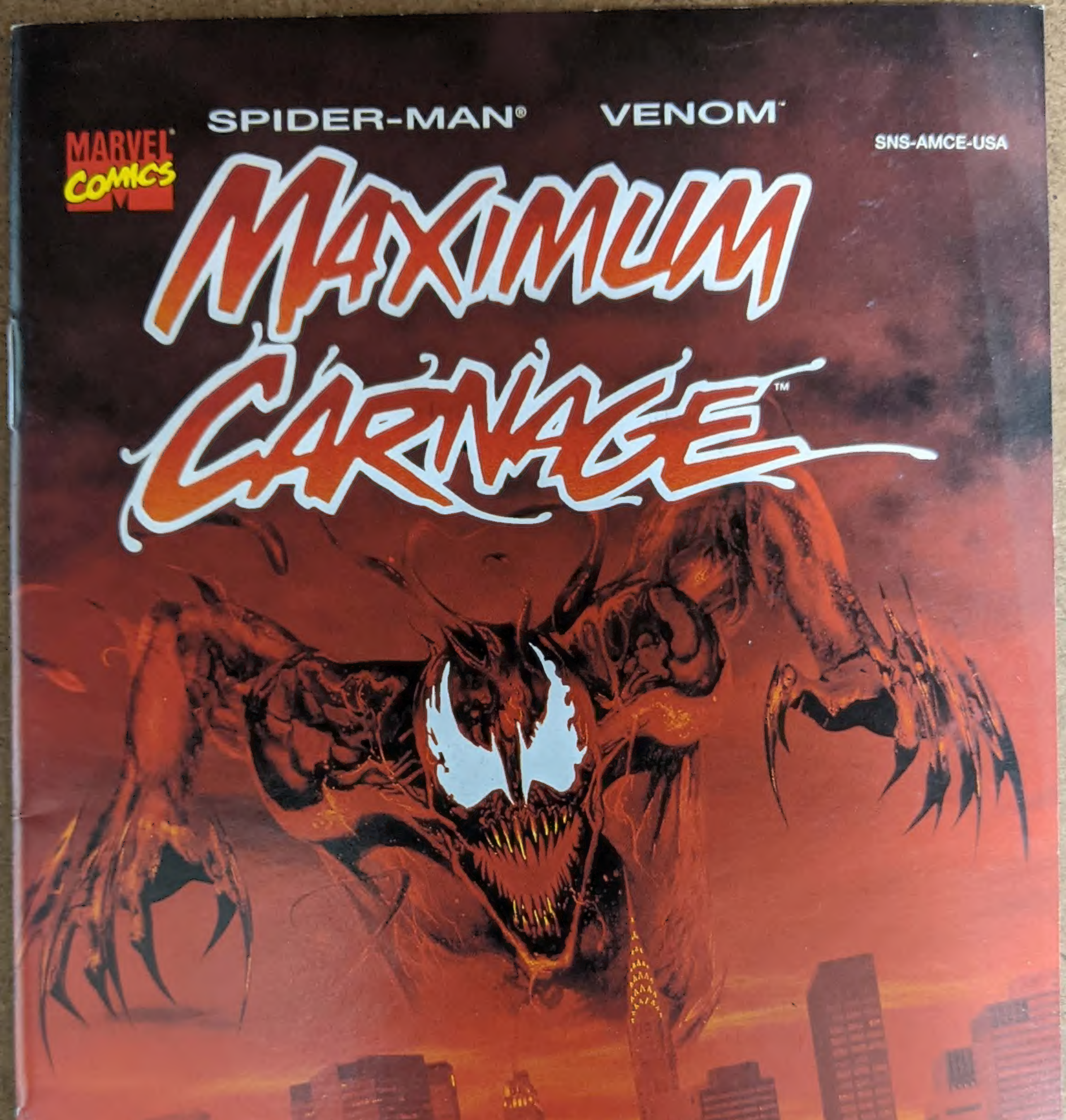
MARVEL COMICS

SPIDER-MAN® VENOM™

SNS-AMCE-USA

# MAXIMUM CARNAGE™



# INSTRUCTION BOOKLET

LJN LTD.®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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# CARNAGE™ UNLEASHED!

When Cletus Kasady was sealed away in Ravencroft, a maximum-security institution for the criminally insane, society thought it was safe.

Society was wrong.

Because the alien presence that symbiotically inhabits Kasady's body is alive and thriving. It had been biding its time, and now it's ready to unleash ultimate insanity upon the world. Kasady has been transformed, and mass destruction is imminent.

Carnage™ lives.

As if one lunatic isn't enough, prepare yourself: Carnage™ has found a soulmate in Shriek™, another Ravencroft inmate with an equally insatiable hunger for slaughter.

Wait... there's more: As they blaze a trail of mayhem through Manhattan, Carnage™ and Shriek™ find others who share their hunger for horror: Doppelganger™, Demogoblin™, and Carrion™. Random chaos and maximum mayhem are their goals, they're getting all they want--and more!

Spider-Man® and Venom™ know the frightening truth: Carnage™ must be stopped, or he will continue until the city has been decimated!

Too many innocent citizens have been lost already. It's up to you to stop Carnage™ and his crew --and you must stop them NOW!

# GET READY TO PAINT THE TOWN RED

Spider-Man® possesses the proportionate strength of a spider as the result of being bitten by a radioactive arachnid. And even though you have super powers, along with an amazing array of wondrous web-shooters, you are always careful to make sure to hit the streets prepared, no matter what super-villains await you.

## LOADING

1. Make sure the power switch is OFF.
2. Insert your MAXIMUM CARNAGE™ Game Pak as described in your Super Nintendo Entertainment System® manual.
3. Turn the power switch ON. When you see the MAXIMUM CARNAGE™ title screen, press any button on your controller. You will then be presented with a series of screens filling you in on the background of the MAXIMUM CARNAGE™ story. To scroll through the comic screens, press the A BUTTON. To start the game, press the START BUTTON.

# BASIC WEB-SLINGING

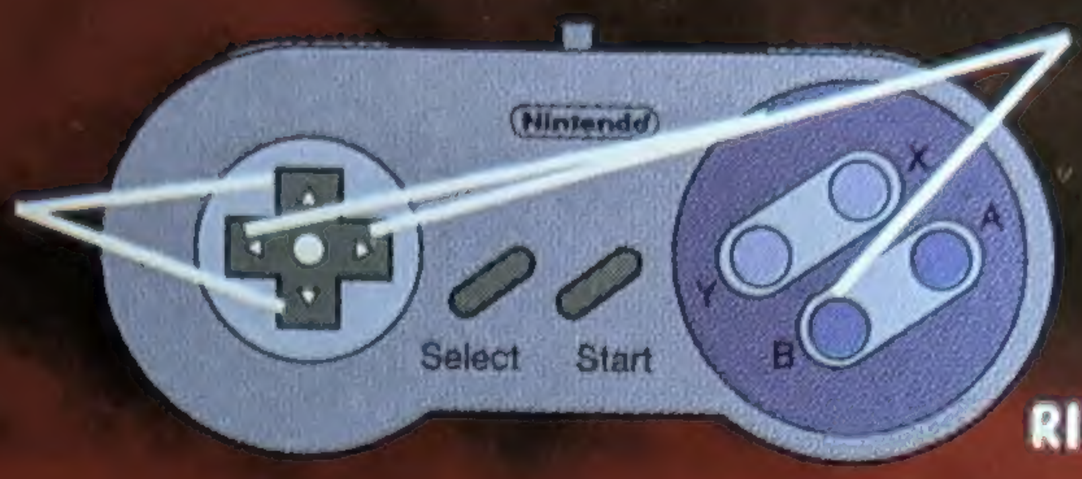
Your campaign to stop Carnage™, and the rest of his mob will take you through 25+ levels of action! In order to survive and prevail, you'll need to master the basics of wall-crawling and web-slinging:

## BASIC CONTROLS:

### PICK UP
(AN ENEMY OR OBJECT)

WALK NEXT TO IT AND PRESS THE CONTROL PAD UP. WHILE YOU HAVE THE PERSON OR OBJECT ABOVE YOUR HEAD, YOU CAN THROW BY PRESSING THE Y BUTTON, AND YOU CAN SPIN AN ENEMY BY PRESSING THE A AND B BUTTONS RAPIDLY.

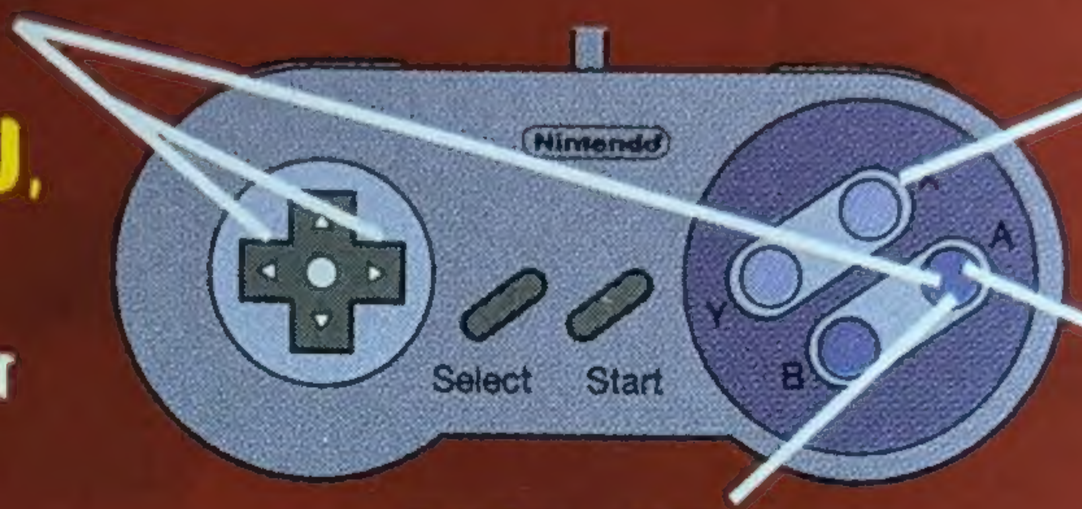
**WALK**
(IN OR OUT OF SCREEN)
PRESS UP OR DOWN




**SOMERSAULT OR BACKFLIP**
PRESS THE B BUTTON AND THE LEFT OR RIGHT CONTROL PAD ARROW SIMULTANEOUSLY

## WEB CONTROLS:

**PULL AN ENEMY TOWARD YOU.**
PRESS THE A BUTTON AND THE LEFT OR RIGHT CONTROL PAD ARROW.




**FIRE SWINGING LINE**

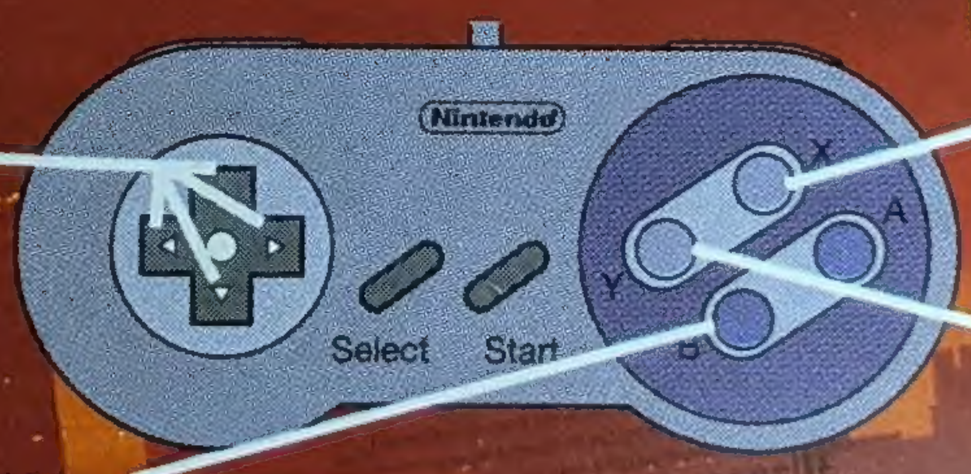
**FIRE WEB BOLT**

**SHIELD**
HOLD A BUTTON

## WHILE WALL-CRAWLING:

**FIRE SWINGING LINE**

**CLIMB**



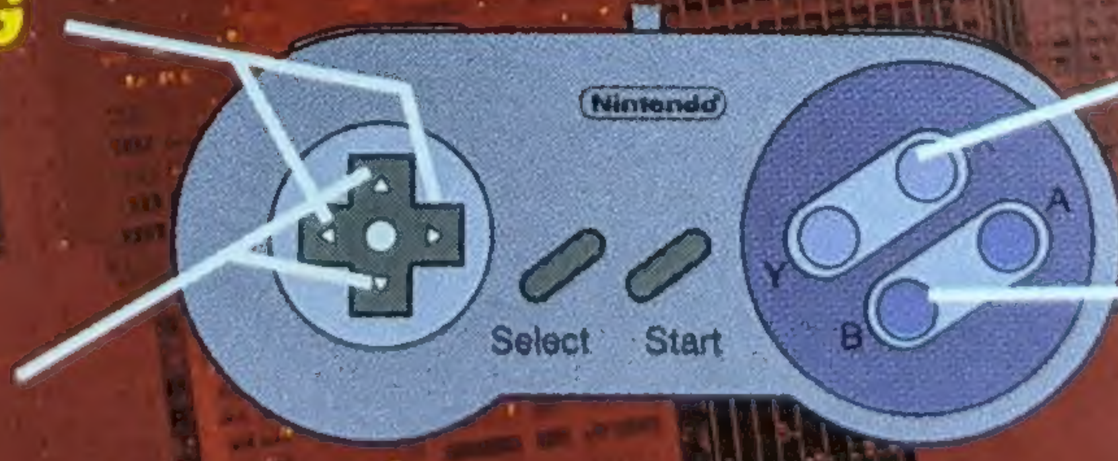

**PUNCH/ KICK**

**JUMP**
AWAY FROM THE WALL

## WHILE WEB-SWINGING:

**SWING**

**FIRE WEB LINE**




**CLIMB**

**RELEASE WEB**

## USE YOUR SPIDER-SENSE!

If danger is imminent, you'll notice your Spider-Sense tingling! An arrow in the background of the screen will tell you in which direction you ought to move in order to stay out of trouble.

# TEAM SPIDER-MAN®

## SPIDER-MAN® OR VENOM™? YOU DECIDE!

During the MAXIMUM CARNAGE™ campaign, team up with Venom, at certain points in the story your choice of whether to control Spider-Man® or Venom™ will affect the course of the game itself.

When such an opportunity arrives, you will see both Spider-Man® and Venom™ on the screen. To choose one, press the SELECT BUTTON. The hero in color is the one currently selected. The other character appears darkened. To lock in your choice and begin the level, press the START BUTTON.

## SUPER HERO™ PICK-UPS

Fighting such a demented host of hostile hard cases is a daunting task—Spider-Man® and Venom™ will need all the help they can get. You can give them an extra edge as they battle the dark desires of Carnage and company by walking over these icons to pick them up wherever they appear.

Foes like our heroes face can really take it out of you. Picking up this icon will give your heroes a 25% energy boost!

Completely restore Spider-Man® or Venom™ to full fighting power when you pick up this maximum morale icon!

EXTRA LIFE- Spider-Man® lives to fight another day! Pick up extra lives and look out—you'll need 'em! Number of lives appears in the counter at top of screen.

EXTRA LIFE -Venom™ remains in the fray, thanks to you. No fight is final—yet! Number of lives appears in the counter at top of screen.

CONTINUE - It's not over 'til it's over! An Exclamation Sphere grants Spider-Man® or Venom™ the equivalent of 3 extra lives! You'll resume the fight at the level where you left off (prior to the Game Over screen) — one last chance to finally rid the universe of Carnage™ and his pals!

## SUPER HERO™ ICONS

Throughout your campaign to stop Carnage™, Shriek™, Demogoblin™, and the rest, you can call on your fellow Super Heroes™ to lend a super-powered hand.

Scattered within the various stages of the game are assorted Super Hero™ icons. To pick one up, walk into it. To call on a Super Hero™ for aid, first scroll through the various icons you've collected by pressing the L BUTTON. Then, when the desired Hero is displayed, press the R BUTTON to summon him.

The heroes that may help you are:

# SUPER H E

**BLACK CAT™:** Felicia Harding was Daddy's little girl. So much so, that when she discovered her father was an infamous cat burglar, she decided to follow in his footsteps. Steps that led her to cross Spider-Man's® path and give up her life of crime. Today she often fights alongside the Web-Spinner in hopes of making a name for herself and stepping out of the shadows of her past as a cat burglar.

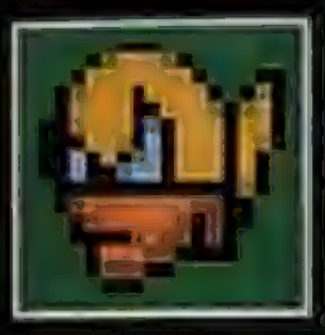
**CAPTAIN AMERICA™:** When Steve Rogers drank the Super Soldier Formula and was bombarded by Vita-Rays, he was transformed from a frail youth into the living legend of World War II. He spent years in suspended animation and fights today to make the American Dream a reality. But Captain America™ is more than a symbol of what the common man might accomplish, he is a standard by which all other heroes are held accountable.

**CLOAK™ and DAGGER™:** Tyrone Johnson was attracted to Tandy Bowen from the moment he laid his eyes on her. It was this attraction to the beautiful runaway that led them into the hands of a band of pharmaceutical criminals. Criminals who injected the two with an experimental drug which engulfed Tyrone in a blanket of darkness and made him one with the shadows of the night. A drug which Tandy discovered gave her the power to use light as a weapon to purge the darkness out of mens' souls. Now, Tyrone and Tandy battle the evil of darkness and light as Cloak™ and Dagger™.

**DEATHLOK™:** Michael Collins had an operation. But rather than bring him health, it turned his life into a waking nightmare. Now he struggles to accept that he will never be more than a cybernetic patchwork man. Now Collins fights to prove that the man he was still exists in the heart and soul of the being called Deathlok™. He won't kill, but he won't turn a cybernetic cheek, either.

# RO™ ICONS

**FIRESTAR™:** Angelica Jones is a mutant with the power to project microwave energy. She is also a member of the New Warriors, a team of teen Super Heroes™ sworn to change the world. The near loss of Angelica's father and the incarceration of her boyfriend has made her less merciful than a name like Angelica would suggest.



**IRONFIST™:** When Danny Rand concentrates and draws on the training and disciplines of the years he spent as a follower of Lei Kung the Thunderer in the mythic city of K'un-Y'un, he draws on the power and title of "Iron Fist™." When he does so, his fists are energized and he becomes a one-man force of the martial arts--what he hits, he destroys. He's been an ally of Power Man, Namor and the uncanny X-Men in the fight for peace.

**MORBIUS™:** Years ago, Dr. Michael Morbius™ learned that he was very ill. His only chance for survival was a new experimental drug. When the miracle drug mixed with his bloodstream it transformed the doctor into the terror known as Morbius™, the Living Vampire. By day, he feverishly searches for a cure. By night, he preys on those who would prey on the innocent.

**SPIDER-MAN®:** When Peter Parker was accidentally bitten by a radioactive spider, he discovered he had acquired the proportionate strength of an arachnid and the ability to climb walls just as easily as he could walk. After the loss of his uncle, Parker also learned that with the great power must also come great responsibility. Now as the amazing Spider-Man®, Parker fights to defend New York from those who would prey on the innocent.

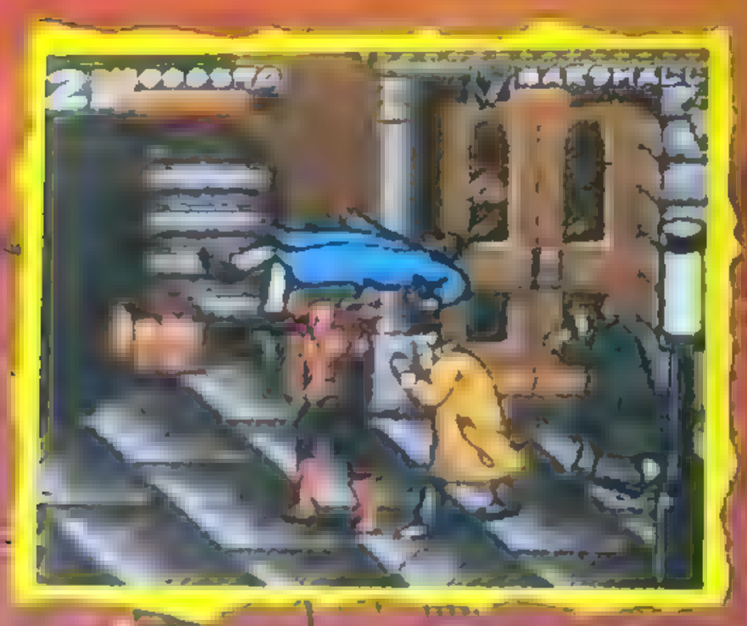
**VENOM™:** Spider-Man® created his own personal nightmare when he spurned the alien symbiote that was, for a time, his costume. Now melded to Eddie Brock, an ex-reporter with a personal vendetta against Peter Parker, Venom™ is Spider-Man's® greatest enemy . . . and greatest responsibility. Only one being exists that Venom™ hates more than Parker--an enemy that is indeed part of Venom™ itself...a creature called Carnage™.

# MAXIMUM CARNAGE™: STAGES 1-5

Hey, Spider-Man®--listen up! The worst nightmare the world has known since Jack the Ripper kept London sleepless is on the loose again and you've got to stop him!

Random chaos, destruction and mayhem are rampant through the city, the hallmark of that symbiotic psychopath Carnage. Beware, he's not alone in wreaking havok! Shriek and her sonic blasts are aiding him. Remember that six-armed Doppelganger from the Infinity Wars? He's along for the ride, too. He's getting restless... and hungry!

Spidey, it's up to you. It's time to hit the streets and flush out Carnage™ and his band of psychotic maniacs.



## NEW YORK STREET

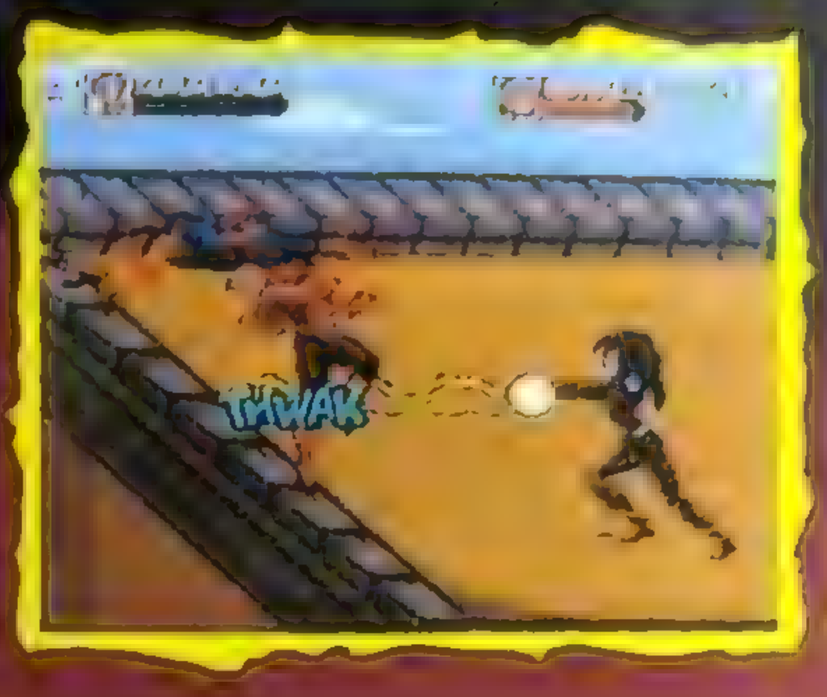
Right off the bat, Spidey tackles the streets of New York City. It feels good to be swinging from the rooftops, and Spidey finds himself dealing with some petty criminals, but it's bigger game he's after.

## THE CLIMB

Watch out: Spider-Sense is tingling as Spidey climbs that building! It's Shriek™, and she's after him with those sonic blasts of hers! Not to mention that six-armed menace, Doppelganger™!

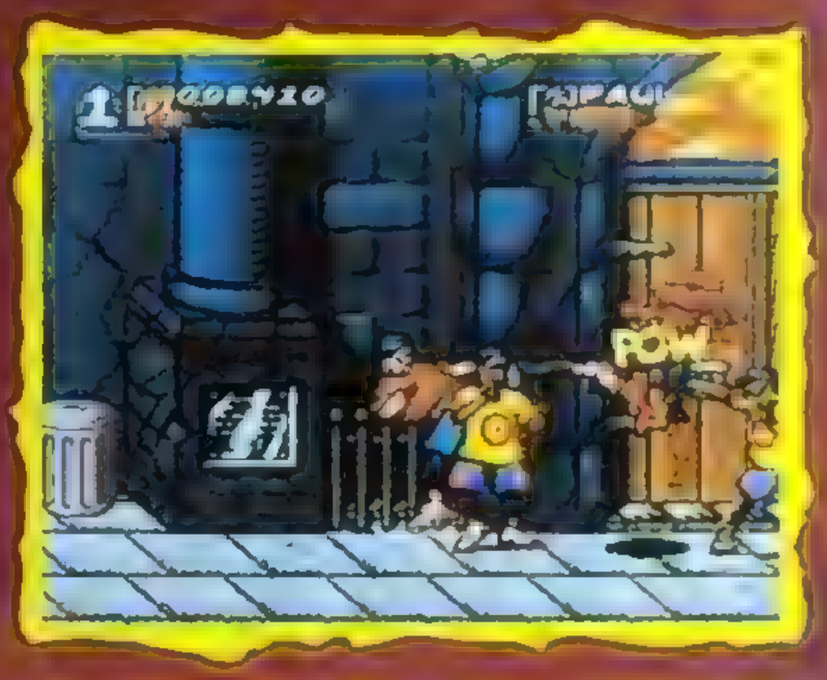
## THE ROOFTOP

Here on the rooftop, two-plus-one equals danger as Spidey takes on Shriek™ and Doppelganger™ together! It's starting to become clear that their double-dose of disaster is just the tip of the iceberg of terror that's about to chill this city.




## ALLEYWAY

Back in the alley, outside the hall, a gang of thugs has targeted Spidey for destruction (as if he hasn't had enough problems already today!). Hang in there, help is on the way!!




## THE HALL

Inside the hall, Spidey finally comes face to face with the maniac he prayed he would never see again. Carnage™ is enjoying the sight of Spidey struggling against Shriek™ and Doppelganger™, but he's about to receive some help from a very unlikely source.

# STRANGE BEDFELLOWS

Spider-Man® and Venom™ have had their differences in the past. Venom™ sees Spider-Man® as soft. He sees Spider-Man's® compassion as weakness. For today, however, they have a common enemy. It's Carnage™ they're both after, and that makes them unlikely allies.

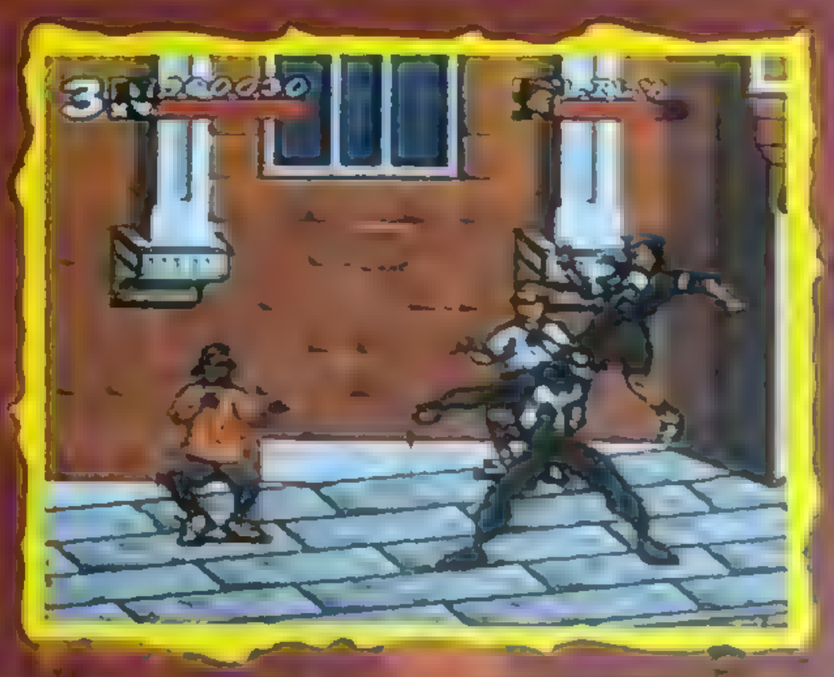
Carnage™ has established the ground rules for a war, and the two of them must respond in kind if they are to be successful in eliminating him. Spidey does it to protect innocent lives. Venom™ feels a responsibility for what is happening— Venom's™ symbiote spawned Carnage™— so Venom is going to do whatever is necessary to destroy Carnage™ once and for all.

# MAXIMUM CARNAGE™: STAGES 6-9

This is the first of several points at which you can decide which way the story is headed (For details on how to choose, see Team Spider-Man® on p.6)

## THE STREETS OF SAN FRANCISCO

Back on the streets of San Francisco, Venom™ lends a hand as he battles thugs in this hilly city.



## THE CHASE

The action picks up as Spider-Man® chases Demogoblin™ high above the city streets. Spidey chases him down and discovers him in Times Square...

## CENTRAL PARK

Venom™, meanwhile, is contending with a two-on-one situation in Central Park. As Venom™ battles Doppelganger™ and Shriek™, Carnage™ laughs with delight.

## NEW YORK STREETS 2

Back on the streets, Spidey encounters a new gang of thugs under Carnage's™ influence. Tough town! This time, the usual complement are joined by some umbrella toting baddies out to end his reign.

# BLACK CAT™ GETS PRACTICAL

Although breaking and entering is against Spider-Man's® better nature, things are getting out of hand. Not only are Carnage™, Shriek™ and Doppelganger™ running roughshod over the city, but normal citizens are banding together, and a mob mentality is taking over. Pretty soon, it's gonna be riot time out there!

That's why when the Black Cat™ proposed he break into Four Freedom Plaza (the headquarters of The Fantastic Four) to steal Reed Richards' Sonic Gun, Spidey didn't think it was such a bad idea.

The Sonic Gun saved Spidey's hide during his original encounter with the alien symbiote, so it will probably work on Carnage™ as well. You can bet Shriek will have a hard time with it, too. Desperate times call for desperate measures, and the streets are getting more desperate by the minute!

# MAXIMUM CARNAGE™: STAGES 10-16

Don't linger long on the street, because Demogoblin™, Shriek™, and Doppelganger™ are tearing The Deep, a popular disco nightclub, to shreds!

Once that crisis is ended, Spidey and Venom™ then team up to negotiate the maze of hallways inside Fantastic Four Headquarters, in a desperate search for Reed Richards' Sonic Gun. Watch out for the FF's floating security robots; they can cause Spidey trouble.

Once Spidey reaches the room in which the Sonic Gun is kept, Spidey'll find that the security defenses are tighter than ever, with a giant robotic watchdog sniffing out would-be intruders!

The campaign against Carnage™ and his gang continues on the rooftops. Either you or Venom™ must tackle the fearsome fivesome of Carnage™, Shriek™, Doppelganger™, Demogoblin™, and Carrion™!

Carnage™ and his gang have fled the rooftops in favor of Prospect Park. For Spidey to leave the park, he must keep half his energy. But he'll have to work his way through a gang of crazed citizens before he can get to the super villains!

# THE WORD FROM THE STREETS: HORROR

The entire city has gone mad! It's horrible! Ever since that nut Carnage™ has been loose, the whole town's just gone crazy!

Look around! Every bloodthirsty lunatic has come crawling out from under his rock to menace the streets. It's a nightmare as these people and many new ones affected by Carnage's™ spell slowly tear the city apart. It's horrible! It's a mob scene! It's a riot!

If Spider-Man® can't do something, there's nothing anybody can do. The city is doomed! So swing into action and stop the madness!!!

# MAXIMUM CARNAGE™: STAGES 17-24

The police are doing what they can, but the mob on the street is out of control, and it's up to Spider-Man® to help the officers of the law gain some control over the riot.

Meanwhile, Venom™ is being held hostage by Carnage™ at the Statue of Liberty. Carnage™ has gained control of Reed Richards' Sonic Gun, but Venom™ can break free if he can reach the gun.

Back on the rooftops of the city, Spidey finds himself battling Shriek™ among the riot-torn streets of Manhattan. Is it because Carnage's™ chaos is taking root, or is it that Spidey and Venom™ are making headway in their campaign to stop the villains? Whatever the case, Shriek™ is battling with more ferocity than ever!

Back on the streets, Shriek™ has been joined by Demogoblin™, Doppelganger™, and Carrion™. The battle has reached a new level of intensity, and the villains are double-teaming at every opportunity!

# MAXIMUM CARNAGE™: STAGES 25+

The army of crazed citizens continues to grow, and they've taken to the streets. It's up to you to decide whether Spider-Man® or Venom™ will lead the battle here. Either way, it's a rough one: Even after you manage to dispatch the furious mob on the streets, Carnage™, Shriek™, Doppelganger™, and Carrion™ are attacking you two at a time!

Finally, Spidey and Venom™ get to team up and take on Carnage™!

In addition to fast and deadly combat moves like punches and kicks, Carnage™ can attack with deadly extensions of his symbiotically evil alien costume. What makes Carnage™ even more difficult to defeat is the fact that he has incredible recuperative powers. If you're going to attack, do so fast and often!

Indeed, there's no time to waste. The city lies in ruins. Citizens are rioting. The super villains have the upper hand. The only thing standing between sanity and destruction is your team of heroes.

Defeat Carnage™, and the city will be saved. Fail to stop him, and... the consequences are too horrible to imagine!

# A FEW TIPS...

Sonic blasts take a lot out of Shriek™, and she needs a few seconds to charge back up right after a blast. But you'll be flat on your back in pain and unable to do anything about it unless you avoid them!

When you see Doppelganger™ scrambling along on all six limbs, he's invincible. You might as well just try and keep out of his way--if you can!

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# MAXIMUM CARNAGE™

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